

// Microsoft Visual C++ will insert additional declarations immediately before the previous line.

5 #endif //
!defined(AFX_MAINFRM_H_755A532D_2BDA_11D4_8C84_000086319872__I
NCLUDED_)

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```

// MainFrm.cpp : implementation of the CMainFrame class
//

#include "stdafx.h"
#include "noerase.h"
#include "MainFrm.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

//////////////////////////////////////
15 // CMainFrame

IMPLEMENT_DYNAMIC(CMainFrame, CMDIFrameWnd)

BEGIN_MESSAGE_MAP(CMainFrame, CMDIFrameWnd)
20 //{{AFX_MSG_MAP(CMainFrame)
    // NOTE - the ClassWizard will add and remove mapping macros here.
    // DO NOT EDIT what you see in these blocks of generated code !
    ON_WM_CREATE()
//}}AFX_MSG_MAP
25 END_MESSAGE_MAP()

static UINT indicators[] =
{
    ID_SEPARATOR,          // status line indicator
30 ID_INDICATOR_CAPS,
    ID_INDICATOR_NUM,
    ID_INDICATOR_SCRL,
};

35 ////////////////////////////////////////
// CMainFrame construction/destruction

CMainFrame::CMainFrame()
{
40 // TODO: add member initialization code here
}

CMainFrame::~CMainFrame()
{
45 }

int CMainFrame::OnCreate(LPCREATESTRUCT lpCreateStruct)
{
    if (CMDIFrameWnd::OnCreate(lpCreateStruct) == -1)
50 return -1;

    if (!m_wndToolBar.CreateEx(this, TBSTYLE_FLAT, WS_CHILD | WS_VISIBLE |
        CBRS_TOP
55 | CBRS_GRIPPER | CBRS_TOOLTIPS | CBRS_FLYBY |
        CBRS_SIZE_DYNAMIC) ||
        !m_wndToolBar.LoadToolBar(IDR_MAINFRAME))
    {
        TRACE0("Failed to create toolbar\n");
        return -1;    // fail to create
60 }

```



```
CMDIChildWnd::Dump(dc);  
}
```

5

```
#endif // _DEBUG
```

```
////////////////////////////////////  
// CChildFrame message handlers
```

00000000 00000000 00000000 00000000


```

// noerase.cpp : Defines the class behaviors for the application.
//

#include "stdafx.h"
#include "noerase.h"

#include "MainFrm.h"
#include "ChildFrm.h"
#include "noeraseDoc.h"
#include "noeraseView.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

////////////////////////////////////
// CNoeraseApp

BEGIN_MESSAGE_MAP(CNoeraseApp, CWinApp)
//{{AFX_MSG_MAP(CNoeraseApp)
ON_COMMAND(ID_APP_ABOUT, OnAppAbout)
    // NOTE - the ClassWizard will add and remove mapping macros here.
    // DO NOT EDIT what you see in these blocks of generated code!
//}}AFX_MSG_MAP
// Standard file based document commands
ON_COMMAND(ID_FILE_NEW, CWinApp::OnFileNew)
ON_COMMAND(ID_FILE_OPEN, CWinApp::OnFileOpen)
// Standard print setup command
ON_COMMAND(ID_FILE_PRINT_SETUP, CWinApp::OnFilePrintSetup)
END_MESSAGE_MAP()

////////////////////////////////////
// CNoeraseApp construction

CNoeraseApp::CNoeraseApp()
{
    // TODO: add construction code here,
    // Place all significant initialization in InitInstance
}

////////////////////////////////////
// The one and only CNoeraseApp object

CNoeraseApp theApp;

////////////////////////////////////
// CNoeraseApp initialization

BOOL CNoeraseApp::InitInstance()
{
    AfxEnableControlContainer();

    // Standard initialization
    // If you are not using these features and wish to reduce the size
    // of your final executable, you should remove from the following
    // the specific initialization routines you do not need.

#ifdef _AFXDLL

```



```

// noeraseDoc.h : interface of the CNoeraseDoc class
//
////////////////////////////////////

5   #if
    !defined(AFX_NOERASEDOC_H__755A5331_2BDA_11D4_8C84_00008631987
    2__INCLUDED_)
    #define
10   AFX_NOERASEDOC_H__755A5331_2BDA_11D4_8C84_000086319872__INCL
    UDED_

    #if _MSC_VER > 1000
    #pragma once
    #endif // _MSC_VER > 1000

15   class CNoeraseDoc : public CDocument
    {
    protected: // create from serialization only
    CNoeraseDoc();
20   DECLARE_DYNCREATE(CNoeraseDoc)

    // Attributes
    public:

25   // Operations
    public:

    // Overrides
    // ClassWizard generated virtual function overrides
30   //{AFX_VIRTUAL(CNoeraseDoc)
    public:
    virtual BOOL OnNewDocument();
    virtual void Serialize(CArchive& ar);
    //{AFX_VIRTUAL

35   // Implementation
    public:
    virtual ~CNoeraseDoc();
    #ifdef _DEBUG
40   virtual void AssertValid() const;
    virtual void Dump(CDumpContext& dc) const;
    #endif

    protected:

45   // Generated message map functions
    protected:
    //{AFX_MSG(CNoeraseDoc)
    // NOTE - the ClassWizard will add and remove member functions here.
50   // DO NOT EDIT what you see in these blocks of generated code !
    //{AFX_MSG
    DECLARE_MESSAGE_MAP()
    };

55   //////////////////////////////////////

    //{AFX_INSERT_LOCATION}}
    // Microsoft Visual C++ will insert additional declarations immediately before the
    previous line.

60

```

#endif//

!defined(AFX_NOERASEDOC_H__755A5331_2BDA_11D4_8C84_00008631987
2__INCLUDED_)

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```

// noeraseDoc.cpp : implementation of the CNoeraseDoc class
//

5      #include "stdafx.h"
      #include "noerase.h"

      #include "noeraseDoc.h"

10     #ifdef _DEBUG
      #define new DEBUG_NEW
      #undef THIS_FILE
      static char THIS_FILE[] = __FILE__;
      #endif

15     //////////////////////////////////////
      // CNoeraseDoc

      IMPLEMENT_DYNCREATE(CNoeraseDoc, CDocument)

20     BEGIN_MESSAGE_MAP(CNoeraseDoc, CDocument)
      //{AFX_MSG_MAP(CNoeraseDoc)
      // NOTE - the ClassWizard will add and remove mapping macros here.
      // DO NOT EDIT what you see in these blocks of generated code!
      //}AFX_MSG_MAP
25     END_MESSAGE_MAP()

      //////////////////////////////////////
      // CNoeraseDoc construction/destruction

30     CNoeraseDoc::CNoeraseDoc()
      {
      // TODO: add one-time construction code here
      }

35     CNoeraseDoc::~CNoeraseDoc()
      {
      }

40     BOOL CNoeraseDoc::OnNewDocument()
      {
      if (!CDocument::OnNewDocument())
          return FALSE;

      // TODO: add reinitialization code here
      // (SDI documents will reuse this document)

45     return TRUE;
      }

50     //////////////////////////////////////
      // CNoeraseDoc serialization

      void CNoeraseDoc::Serialize(CArchive& ar)
      {
55     if (ar.IsStoring())
      {
      // TODO: add storing code here
      }
      else
60     {

```

[illegible]

00000000000000000000000000000000

```

// noeraseView.h : interface of the CNoeraseView class
//
///////////////////////////////////////////////////////////////////

5      #if
      !defined(AFX_NOERASEVIEW_H__755A5333_2BDA_11D4_8C84_0000863198
      72__INCLUDED_)
      #define
10     AFX_NOERASEVIEW_H__755A5333_2BDA_11D4_8C84_000086319872__INC
      LUDED_

      #if _MSC_VER > 1000
      #pragma once
      #endif // _MSC_VER > 1000

15     class CNoeraseView : public CView
      {
      protected: // create from serialization only
      CNoeraseView();
20     DECLARE_DYNCREATE(CNoeraseView)

      // Attributes
      public:
      CNoeraseDoc* GetDocument();

25     // Operations
      public:

      // Overrides
      // ClassWizard generated virtual function overrides
      //{{AFX_VIRTUAL(CNoeraseView)
      public:
      virtual void OnDraw(CDC* pDC); // overridden to draw this view
      virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
35     protected:
      virtual BOOL OnPreparePrinting(CPrintInfo* pInfo);
      virtual void OnBeginPrinting(CDC* pDC, CPrintInfo* pInfo);
      virtual void OnEndPrinting(CDC* pDC, CPrintInfo* pInfo);
      //}}AFX_VIRTUAL

40     // Implementation
      public:
      virtual ~CNoeraseView();
      #ifdef _DEBUG
45     virtual void AssertValid() const;
      virtual void Dump(CDumpContext& dc) const;
      #endif

      protected:

50     // Generated message map functions
      protected:
      //{{AFX_MSG(CNoeraseView)
      afx_msg BOOL OnEraseBkgnnd(CDC* pDC);
55     //}}AFX_MSG
      DECLARE_MESSAGE_MAP()
      };

      #ifndef _DEBUG // debug version in noeraseView.cpp
      inline CNoeraseDoc* CNoeraseView::GetDocument()

```



```
{ return (CNoeraseDoc*)m_pDocument; }  
#endif
```

5

```
////////////////////////////////////
```

```
//{{AFX_INSERT_LOCATION}}
```

```
// Microsoft Visual C++ will insert additional declarations immediately before the  
previous line.
```

10

```
#endif//
```

```
!defined(AFX_NOERASEVIEW_H__755A5333_2BDA_11D4_8C84_0000863198  
72__INCLUDED_)
```

00000000 00000000 00000000 00000000


```

// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
// are changed infrequently
//
5
#if
!defined(AFX_STDAFX_H__755A532B_2BDA_11D4_8C84_000086319872__IN
CLUDED_)
#define
10 AFX_STDAFX_H__755A532B_2BDA_11D4_8C84_000086319872__INCLUDED
-

#if _MSC_VER > 1000
#pragma once
15 #endif // _MSC_VER > 1000

#define VC_EXTRALEAN // Exclude rarely-used stuff from Windows headers

#include <afxwin.h> // MFC core and standard components
20 #include <afxext.h> // MFC extensions
#include <afxdisp.h> // MFC Automation classes
#include <afxdtctl.h> // MFC support for Internet Explorer 4 Common Controls
#ifndef _AFX_NO_AFXCMN_SUPPORT
#include <afxcmn.h> // MFC support for Windows Common Controls
25 #endif // _AFX_NO_AFXCMN_SUPPORT

//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations immediately before the
previous line.
30

#endif //
!defined(AFX_STDAFX_H__755A532B_2BDA_11D4_8C84_000086319872__IN
CLUDED_)
35

// stdafx.cpp : source file that includes just the standard includes
// noerase.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information

40 #include "stdafx.h"

```

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```
//Microsoft Visual C++ generated resource script.
//
#include "resource.h"
```

```
5  #define APSTUDIO_READONLY_SYMBOLS
    //
    // Generated from the TEXTINCLUDE 2 resource.
    //
```

```
10 #include "afxres.h"
```

```
    //
    //undef APSTUDIO_READONLY_SYMBOLS
```

```
15 #ifdef APSTUDIO_INVOKED
```

```
    //
    // TEXTINCLUDE
    //
```

```
1 TEXTINCLUDE DISCARDABLE
BEGIN
25 "resource.h\0"
END
```

```
2 TEXTINCLUDE DISCARDABLE
BEGIN
30 "#include \"afxres.h\"\\r\\n"
    "\\0"
END
```

```
3 TEXTINCLUDE DISCARDABLE
BEGIN
35 "#define _AFX_NO_SPLITTER_RESOURCES\\r\\n"
    "#define _AFX_NO_OLE_RESOURCES\\r\\n"
    "#define _AFX_NO_TRACKER_RESOURCES\\r\\n"
    "#define _AFX_NO_PROPERTY_RESOURCES\\r\\n"
40 "\\r\\n"
    "#if !defined(_AFX_RESOURCE_DLL) || defined(_AFX_TARG_ENU)\\r\\n"
    "#ifdef _WIN32\\r\\n"
    "LANGUAGE 9, 1\\r\\n"
    "#pragma code_page(1252)\\r\\n"
45 "#endif // _WIN32\\r\\n"
    "#include \"res\\noerase.rc2\" // non-Microsoft Visual C++ edited resources\\r\\n"
    "#include \"afxres.rc\" // Standard components\\r\\n"
    "#include \"afxprint.rc\" // printing/print preview resources\\r\\n"
    "#endif\\r\\n"
50 "\\0"
END
```

```
#endif // APSTUDIO_INVOKED
```

```
55 //
    // Icon
    //
```

```
60 // Icon with lowest ID value placed first to ensure application icon
```

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// remains consistent on all systems.

```
5  #if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_ENU)
    #ifdef WIN32
    LANGUAGE 9, 1
    #pragma code_page(1252)
    #endif // WIN32
    IDR_MAINFRAME      ICON DISCARDABLE "res\\noerase.ico"
    IDR_NOERASTYPE      ICON DISCARDABLE "res\\noeraseDoc.ico"
10  #endif
```

```
    //////////////////////////////////////
    //
    // Bitmap
15  //
```

```
    IDR_MAINFRAME      BITMAP MOVEABLE PURE "res\\Toolbar.bmp"
```

```
    //////////////////////////////////////
20  //
    // Toolbar
    //
```

```
25  IDR_MAINFRAME TOOLBAR DISCARDABLE 16, 15
    BEGIN
```

```
        BUTTON ID_FILE_NEW
        BUTTON ID_FILE_OPEN
        BUTTON ID_FILE_SAVE
30  SEPARATOR
        BUTTON ID_EDIT_CUT
        BUTTON ID_EDIT_COPY
        BUTTON ID_EDIT_PASTE
    SEPARATOR
        BUTTON ID_FILE_PRINT
35  SEPARATOR
        BUTTON ID_APP_ABOUT
    END
```

```
40  #if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_ENU)
    #ifdef WIN32
    LANGUAGE 9, 1
    #pragma code_page(1252)
    #endif // WIN32
```

```
45  //////////////////////////////////////
    //
    // Menu
    //
```

```
50  IDR_MAINFRAME MENU PRELOAD DISCARDABLE
    BEGIN
```

```
    POPUP "&File"
```

```
    BEGIN
```

```
        MENUITEM "&New\tCtrl+N", ID_FILE_NEW
        MENUITEM "&Open...\tCtrl+O", ID_FILE_OPEN
55  MENUITEM SEPARATOR
        MENUITEM "P&rint Setup...", ID_FILE_PRINT_SETUP
        MENUITEM SEPARATOR
        MENUITEM "Recent File", ID_FILE_MRU_FILE1, GRAYED
60  MENUITEM SEPARATOR
        MENUITEM "E&xit", ID_APP_EXIT
```

```

END
POPUP "&View"
BEGIN
    MENUITEM "&Toolbar",          ID_VIEW_TOOLBAR
5    MENUITEM "&Status Bar",      ID_VIEW_STATUS_BAR
END
POPUP "&Help"
BEGIN
    MENUITEM "&About noerase...", ID_APP_ABOUT
10  END
END
IDR_NOERASTYPE MENU PRELOAD DISCARDABLE
BEGIN
POPUP "&File"
15  BEGIN
    MENUITEM "&New\tCtrl+N",      ID_FILE_NEW
    MENUITEM "&Open...\tCtrl+O", ID_FILE_OPEN
    MENUITEM "&Close",           ID_FILE_CLOSE
    MENUITEM "&Save\tCtrl+S",     ID_FILE_SAVE
20  MENUITEM "Save &As...",       ID_FILE_SAVE_AS
    MENUITEM SEPARATOR
    MENUITEM "&Print...\tCtrl+P", ID_FILE_PRINT
    MENUITEM "Print Pre&view",    ID_FILE_PRINT_PREVIEW
    MENUITEM "P&rint Setup...",   ID_FILE_PRINT_SETUP
25  MENUITEM SEPARATOR
    MENUITEM "Recent File",       ID_FILE_MRU_FILE1,GRAYED
    MENUITEM SEPARATOR
    MENUITEM "E&xit",             ID_APP_EXIT
END
30  POPUP "&Edit"
    BEGIN
        MENUITEM "&Undo\tCtrl+Z", ID_EDIT_UNDO
        MENUITEM SEPARATOR
        MENUITEM "Cu&t\tCtrl+X",   ID_EDIT_CUT
35  MENUITEM "&Copy\tCtrl+C",     ID_EDIT_COPY
        MENUITEM "&Paste\tCtrl+V", ID_EDIT_PASTE
    END
    POPUP "&View"
    BEGIN
40  MENUITEM "&Toolbar",          ID_VIEW_TOOLBAR
        MENUITEM "&Status Bar",    ID_VIEW_STATUS_BAR
    END
    POPUP "&Window"
    BEGIN
45  MENUITEM "&New Window",       ID_WINDOW_NEW
        MENUITEM "&Cascade",       ID_WINDOW_CASCADE
        MENUITEM "&Tile",          ID_WINDOW_TILE_HORZ
        MENUITEM "&Arrange Icons", ID_WINDOW_ARRANGE
    END
50  POPUP "&Help"
    BEGIN
        MENUITEM "&About noerase...", ID_APP_ABOUT
    END
END
55  //////////////////////////////////////
    //
    // Accelerator
    //
60

```


IDR_MAINFRAME ACCELERATORS PRELOAD MOVEABLE PURE

BEGIN

```

"N",      ID_FILE_NEW,      VIRTKEY,CONTROL
"O",      ID_FILE_OPEN,    VIRTKEY,CONTROL
5  "S",      ID_FILE_SAVE,   VIRTKEY,CONTROL
"P",      ID_FILE_PRINT,   VIRTKEY,CONTROL
"Z",      ID_EDIT_UNDO,    VIRTKEY,CONTROL
"X",      ID_EDIT_CUT,     VIRTKEY,CONTROL
"C",      ID_EDIT_COPY,    VIRTKEY,CONTROL
10 "V",      ID_EDIT_PASTE,   VIRTKEY,CONTROL
VK_BACK,  ID_EDIT_UNDO,    VIRTKEY,ALT
VK_DELETE, ID_EDIT_CUT,    VIRTKEY,SHIFT
VK_INSERT, ID_EDIT_COPY,   VIRTKEY,CONTROL
VK_INSERT, ID_EDIT_PASTE,  VIRTKEY,SHIFT
15 VK_F6,    ID_NEXT_PANE,   VIRTKEY
VK_F6,    ID_PREV_PANE,    VIRTKEY,SHIFT
END

```

////////////////////////////////////

```

//
// Dialog
//

```

IDD_ABOUTBOX DIALOG DISCARDABLE 0, 0, 235, 55

CAPTION "About noerase"

STYLE DS_MODALFRAME | WS_POPUP | WS_CAPTION | WS_SYSMENU

FONT 8, "MS Sans Serif"

BEGIN

```

30  ICON      IDR_MAINFRAME,IDC_STATIC,11,17,20,20
LTEXT      "noerase Version 1.0",IDC_STATIC,40,10,119,8,
           SS_NOPREFIX
LTEXT      "Copyright (C) 2000",IDC_STATIC,40,25,119,8
DEFPUSHBUTTON "OK",IDOK,178,7,50,14,WS_GROUP
END

```

////////////////////////////////////

```

//
// Version
//

```

VS_VERSION_INFO VERSIONINFO

```

FILEVERSION 1,0,0,1
PRODUCTVERSION 1,0,0,1
FILEFLAGSMASK 0x3fL

```

```

45 #ifdef _DEBUG
FILEFLAGS 0x1L

```

```

#else
FILEFLAGS 0x0L
#endif

```

```

50 FILEOS 0x4L
FILETYPE 0x1L
FILESUBTYPE 0x0L

```

BEGIN

BLOCK "StringFileInfo"

BEGIN

BLOCK "040904B0"

BEGIN

```

VALUE "CompanyName", "\0"
VALUE "FileDescription", "noerase MFC Application\0"
60  VALUE "FileVersion", "1, 0, 0, 1\0"

```



```

ID_FILE_OPEN      "Open an existing document\nOpen"
ID_FILE_CLOSE     "Close the active document\nClose"
ID_FILE_SAVE      "Save the active document\nSave"
ID_FILE_SAVE_AS   "Save the active document with a new name\nSave As"
5 ID_FILE_PAGE_SETUP "Change the printing options\nPage Setup"
ID_FILE_PRINT_SETUP "Change the printer and printing options\nPrint Setup"
ID_FILE_PRINT      "Print the active document\nPrint"
ID_FILE_PRINT_PREVIEW "Display full pages\nPrint Preview"
ID_APP_ABOUT      "Display program information, version number and
10 copyright\nAbout"
ID_APP_EXIT       "Quit the application; prompts to save documents\nExit"
ID_FILE_MRU_FILE1 "Open this document"
ID_FILE_MRU_FILE2 "Open this document"
ID_FILE_MRU_FILE3 "Open this document"
15 ID_FILE_MRU_FILE4 "Open this document"
ID_FILE_MRU_FILE5 "Open this document"
ID_FILE_MRU_FILE6 "Open this document"
ID_FILE_MRU_FILE7 "Open this document"
ID_FILE_MRU_FILE8 "Open this document"
20 ID_FILE_MRU_FILE9 "Open this document"
ID_FILE_MRU_FILE10 "Open this document"
ID_FILE_MRU_FILE11 "Open this document"
ID_FILE_MRU_FILE12 "Open this document"
ID_FILE_MRU_FILE13 "Open this document"
25 ID_FILE_MRU_FILE14 "Open this document"
ID_FILE_MRU_FILE15 "Open this document"
ID_FILE_MRU_FILE16 "Open this document"
ID_NEXT_PANE      "Switch to the next window pane\nNext Pane"
ID_PREV_PANE      "Switch back to the previous window pane\nPrevious
30 Pane"
ID_WINDOW_NEW     "Open another window for the active document\nNew
Window"
ID_WINDOW_ARRANGE "Arrange icons at the bottom of the
window\nArrange Icons"
35 ID_WINDOW_CASCADE "Arrange windows so they overlap\nCascade
Windows"
ID_WINDOW_TILE_HORZ "Arrange windows as non-overlapping tiles\nTile
Windows"
40 ID_WINDOW_TILE_VERT "Arrange windows as non-overlapping tiles\nTile
Windows"
ID_WINDOW_SPLIT   "Split the active window into panes\nSplit"
ID_EDIT_CLEAR     "Erase the selection\nErase"
ID_EDIT_CLEAR_ALL "Erase everything\nErase All"
ID_EDIT_COPY      "Copy the selection and put it on the Clipboard\nCopy"
45 ID_EDIT_CUT      "Cut the selection and put it on the Clipboard\nCut"
ID_EDIT_FIND      "Find the specified text\nFind"
ID_EDIT_PASTE     "Insert Clipboard contents\nPaste"
ID_EDIT_REPEAT    "Repeat the last action\nRepeat"
ID_EDIT_REPLACE   "Replace specific text with different text\nReplace"
50 ID_EDIT_SELECT_ALL "Select the entire document\nSelect All"
ID_EDIT_UNDO      "Undo the last action\nUndo"
ID_EDIT_REDO      "Redo the previously undone action\nRedo"
ID_VIEW_TOOLBAR   "Show or hide the toolbar\nToggle ToolBar"
ID_VIEW_STATUS_BAR "Show or hide the status bar\nToggle StatusBar"
55 END

STRINGTABLE DISCARDABLE
BEGIN
AFX_IDS_SCSIZE    "Change the window size"
60 AFX_IDS_SCMOVE  "Change the window position"

```

```

AFX_IDS_SCMINIMIZE    "Reduce the window to an icon"
AFX_IDS_SCMAXIMIZE    "Enlarge the window to full size"
AFX_IDS_SCNEXTWINDOW  "Switch to the next document window"
AFX_IDS_SCPREVWINDOW  "Switch to the previous document window"
5  AFX_IDS_SCCLOSE      "Close the active window and prompts to save the
documents"
AFX_IDS_SCRESTORE     "Restore the window to normal size"
AFX_IDS_SCTASKLIST    "Activate Task List"
AFX_IDS_MDICHILD      "Activate this window"
10 AFX_IDS_PREVIEW_CLOSE "Close print preview mode\nCancel Preview"
END

#endif

15 #ifndef APSTUDIO_INVOKED
////////////////////////////////////
//
// Generated from the TEXTINCLUDE 3 resource.
//

20 #define _AFX_NO_SPLITTER_RESOURCES
#define _AFX_NO_OLE_RESOURCES
#define _AFX_NO_TRACKER_RESOURCES
#define _AFX_NO_PROPERTY_RESOURCES

25 #if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_ENU)
#ifdef _WIN32
LANGUAGE 9, 1
#pragma code_page(1252)
30 #endif // _WIN32
#include "res\\noerase.rc2" // non-Microsoft Visual C++ edited resources
#include "afxres.rc"        // Standard components
#include "afxprint.rc"      // printing/print preview resources
#endif

35 #endif // not APSTUDIO_INVOKED

```

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